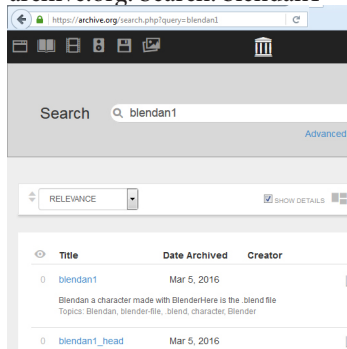
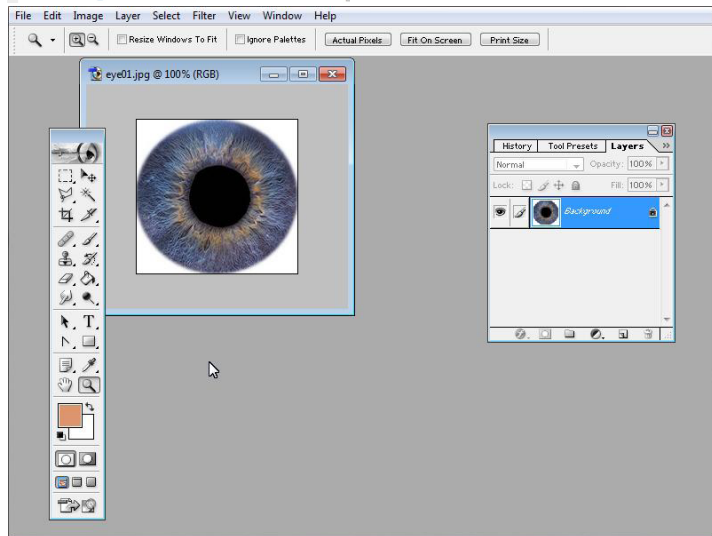


Blender 4 texture p. 1

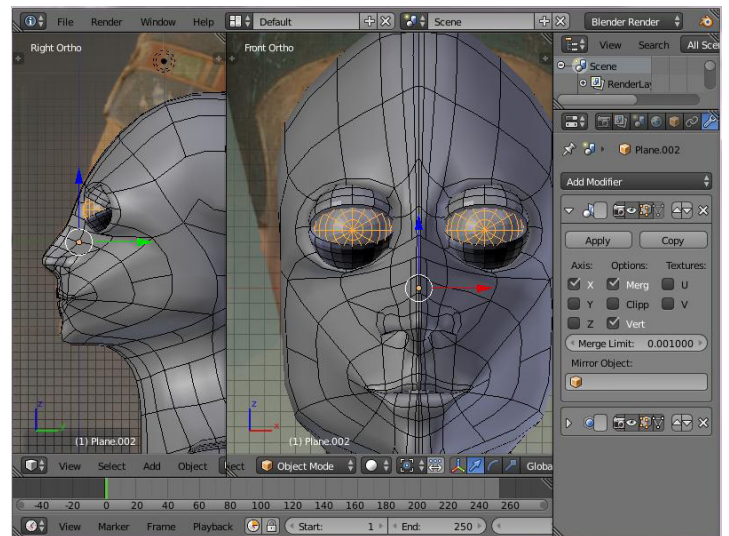
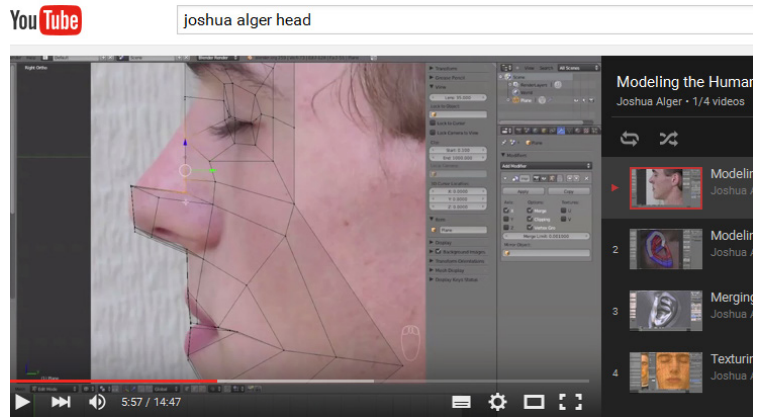
This Blender tutorial is about the character Blendan you can find on youtube.com. The tutorials - you can find on archive.org. Search: [blendan1](https://archive.org/search.php?query=blendan1)



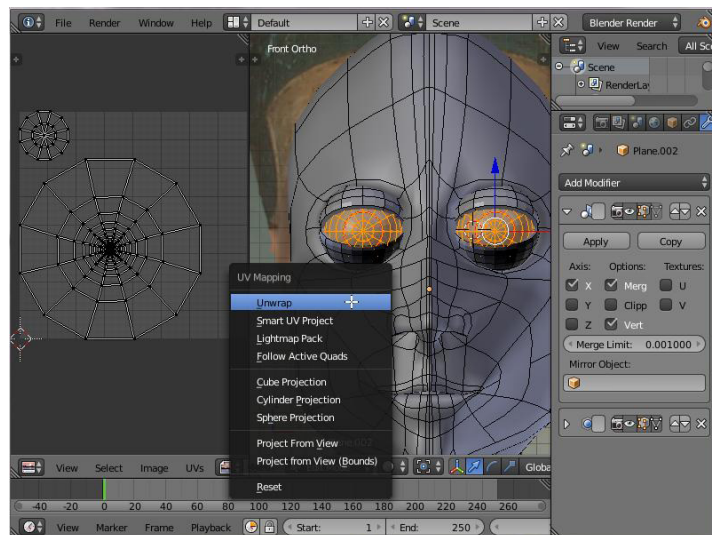
This tutorial on texturing the head and body of the Blendan character builds upon Joshua Alger's tutorials Texturing a Head With Projection Painting, Modeling the Human Head Made Easy, Modeling The Human Ear (Now made simple) and Merging The Ear & Head



Take a photo of an iris or search for one on Internet. Open the picture in a image editor program like free Gimp or e.g. Photoshop.



In Blender select the eyes in Object Mode. Tab-key to go to Edit Mode.



Open a window for the UV/Image Editor

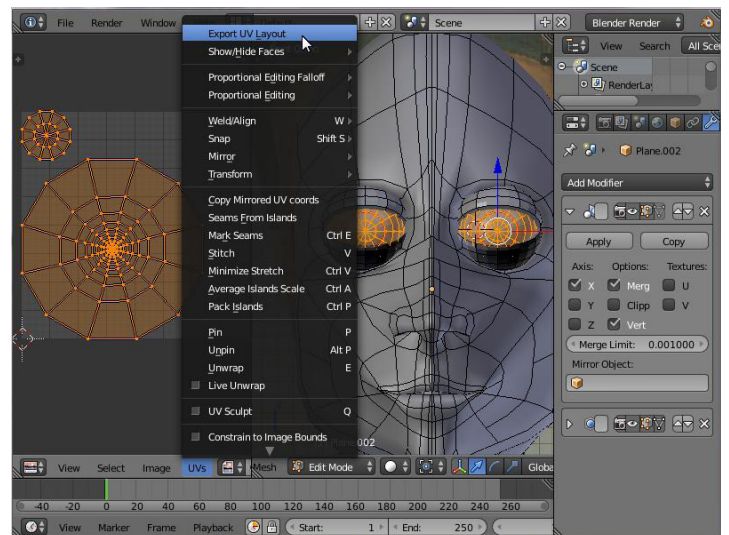
A - to select all the eyes in the 3D-view

U - and select Unwrap

The iris and the rest of the eye will be flattened out in the UV-window

The eyes must have got seams it it is going to function.

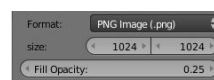
Described in an earlier tutorial on seams.

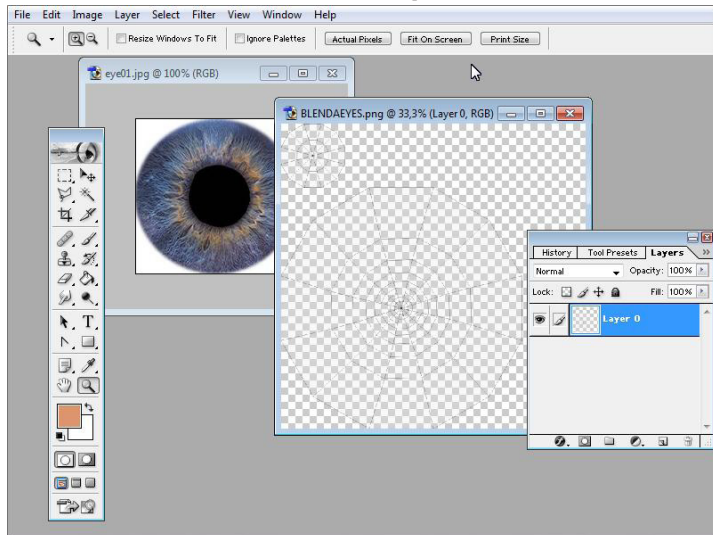


A - key in the UV-window and all parts will be selected.

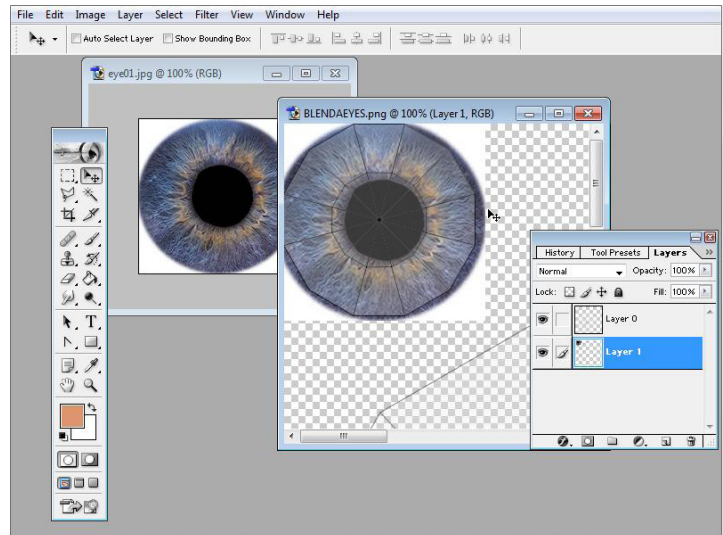
On the menu go to UV choose Export UV Layout.

Save the image in the file type format .PNG

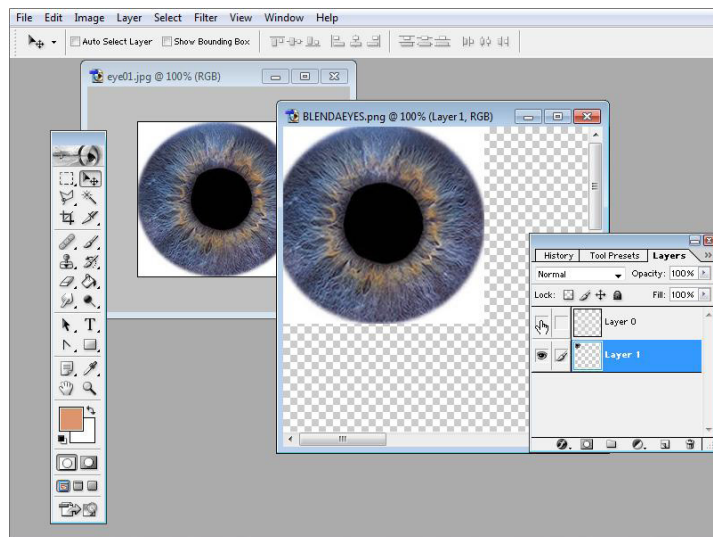




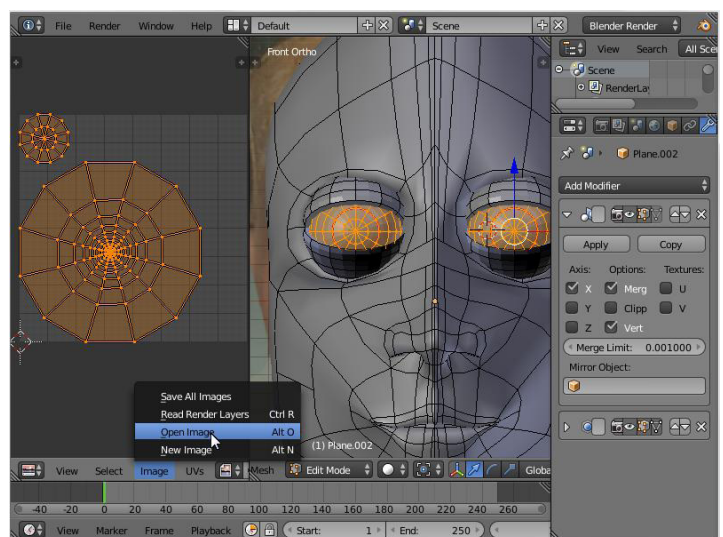
Look for the .PNG image you have saved of the UV-layout. Open it in an image editing program. This image was saved as BLENDAYES.png



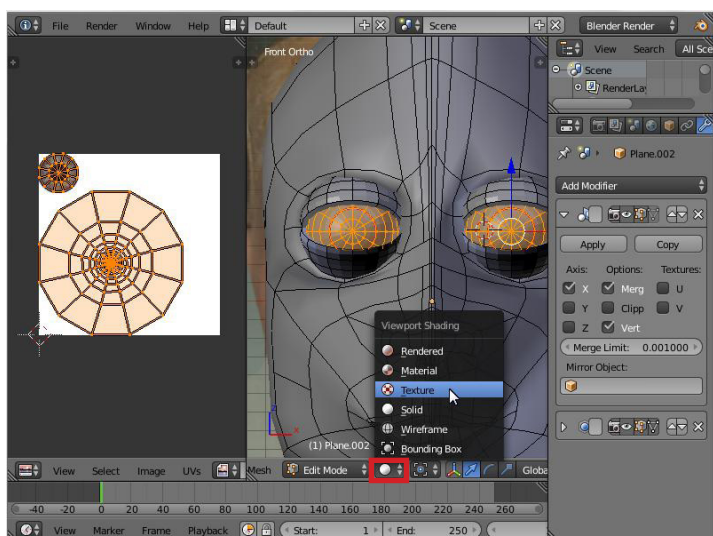
Copy the image with the iris and paste it on a layer under the image with the UVLayout. Move the iris image so the iris in the UVLayout will cover it.



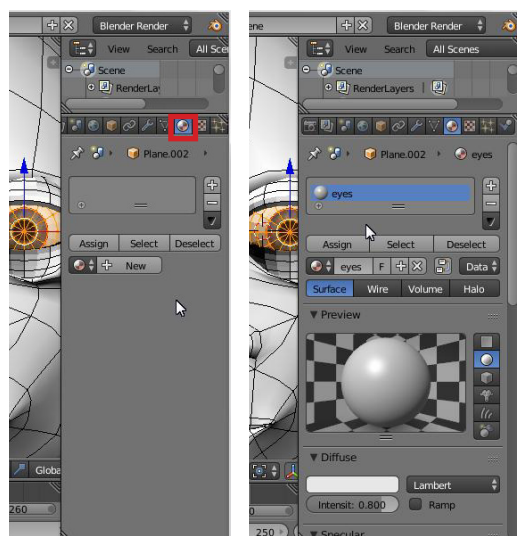
Turn off the layer with the UV-layout. Export the image. You can export it as an .jpg image.



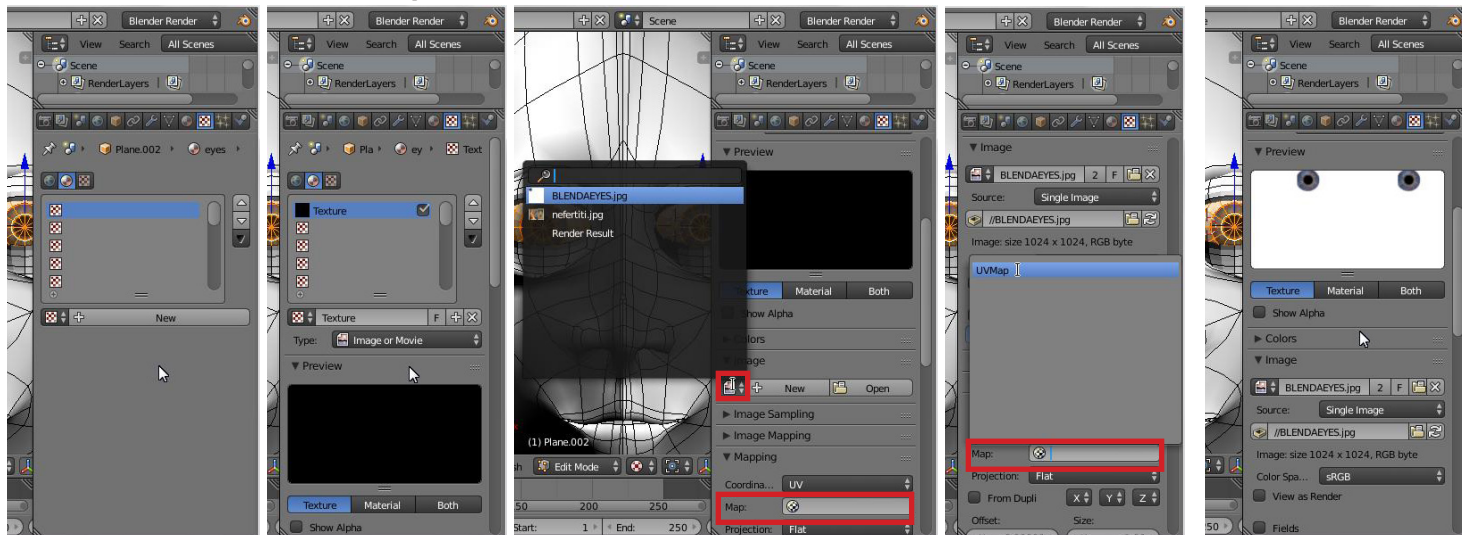
In Blender go to Image > Open Image to open the exported image in the UV-window.



Choose Texture in the 3D-view and you can see the irises covering the eyes.



A - to select all parts of the eyes. Go to the tab Material and click the button New. You can change the Diffuse color or white will be fine. Specular makes the material more or less hard. And you can name the material e.g. eyes. Click the button Assign.



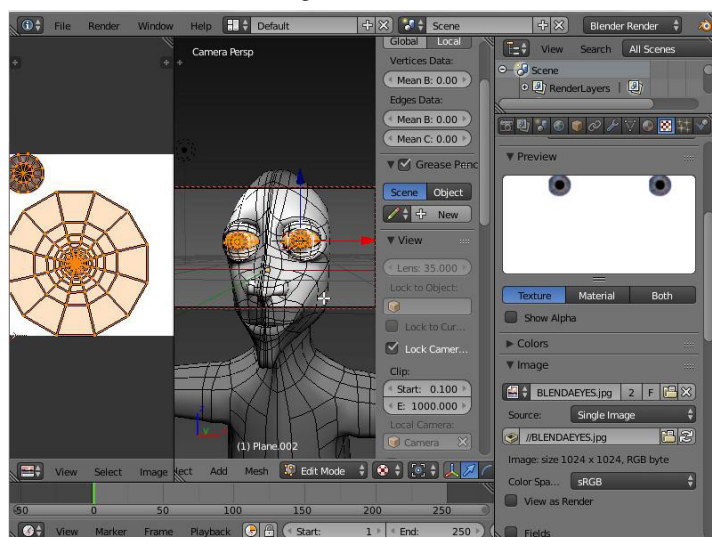
Go to the tab Texture and click New.

You have to choose Type: Image or Movie

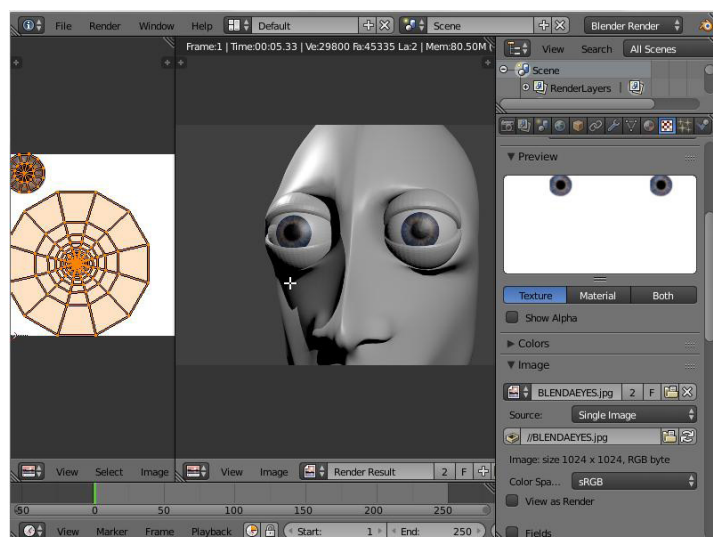
Choose the imported image.

Under Map: Choose UVMap

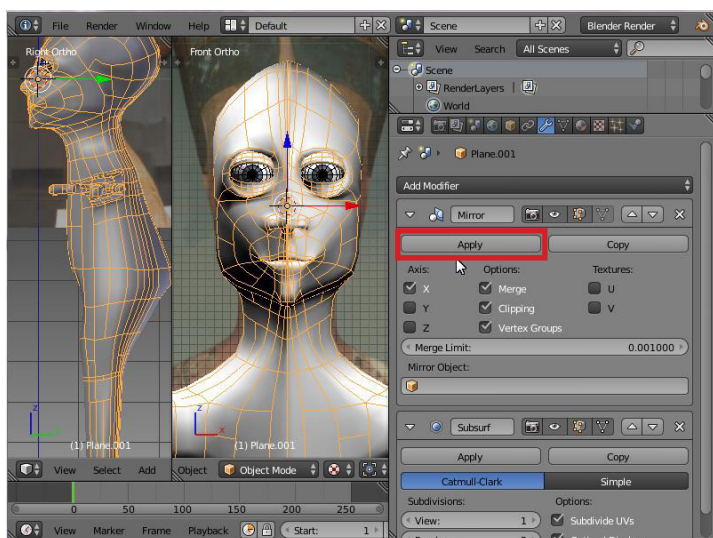
Preview looks like this.



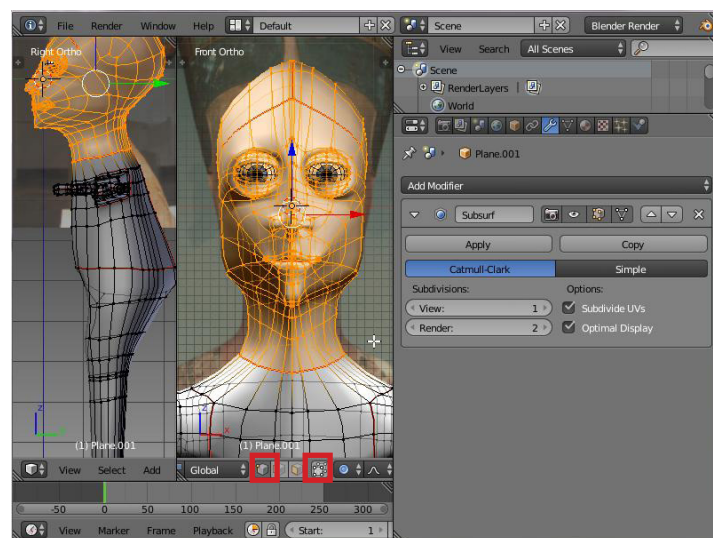
Render and...



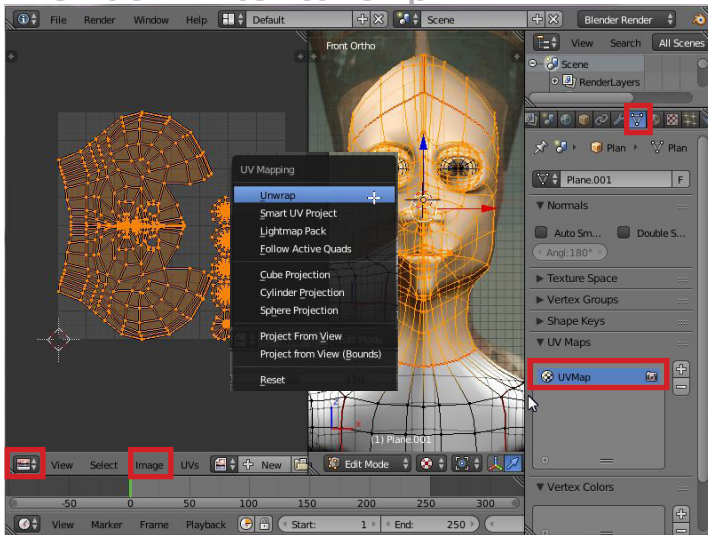
...you will get this.



Tab-key to go to Object Mode - choose the head and body mesh To place material/texture - UV-map the body - you have to apply the Mirror Modifier. Click the button Apply. And now only the Subsurf Modifier is left.

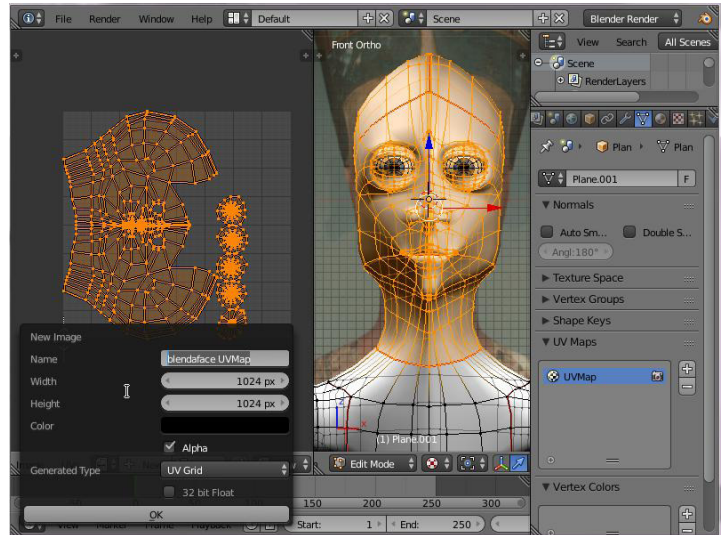


Tab-key to go to Edit Mode and select Vertex and unselect the button that make you see the both sides of the head and body. B - and you get a rectangle to select only the head.



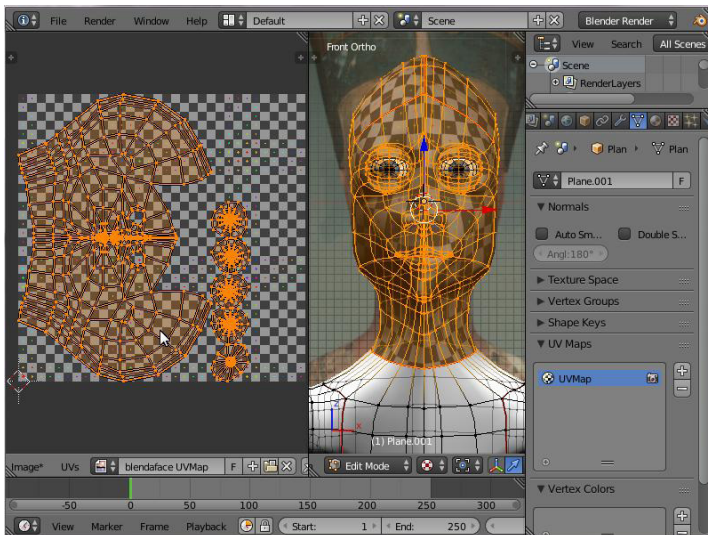
Open the UV/Image Editor window.

In the 3D window - U - and choose Unwrap and the head will be flattened out in the UV window. On the Data-tab under UV Maps it will automatically be named UVMap. And then choose Image > New Image to create a new image.

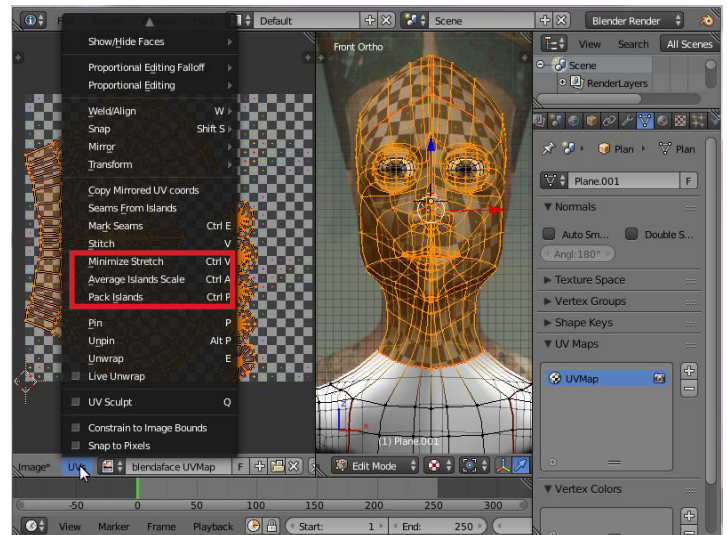


You can name the new image, decide its size - an effective size is 1024*1024 or 2048 * 2048. Generated Type can be Blank, UV Grid or Color Grid. To save the image you have to go to Image > Save as Image and save it on your harddisc. This image was saved as - blendface UVmap

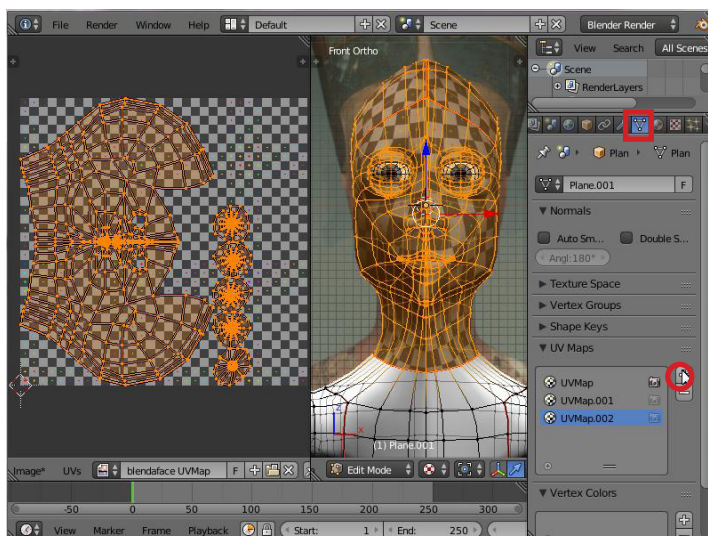
You can save the image together with your .blend file if you go to File > External Data > Pack all into .blend



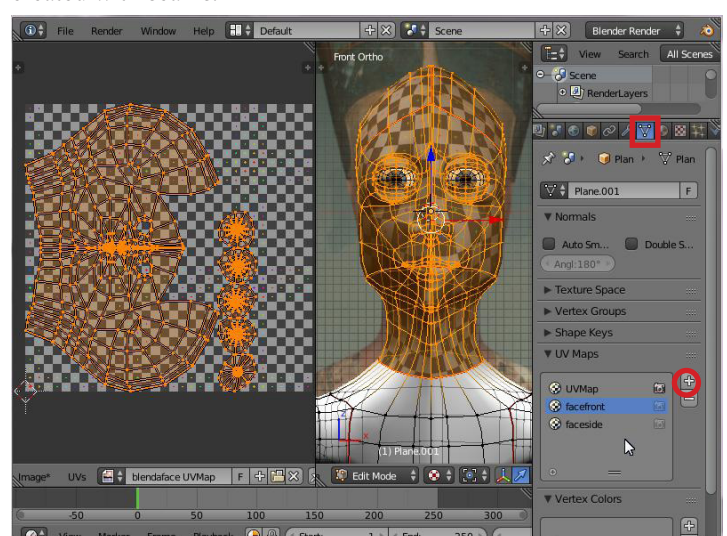
A - and you can select all in the UV window.



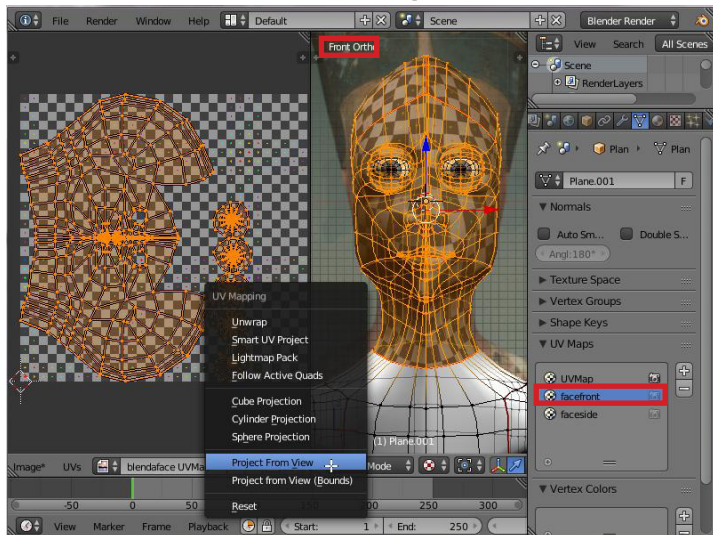
Under UVs on the menu you can find a lot of good alternatives e.g. Minimize Stretch to let the squares in the picture stretch good - and you can scale and pack as islands - the islands you have created with seams.



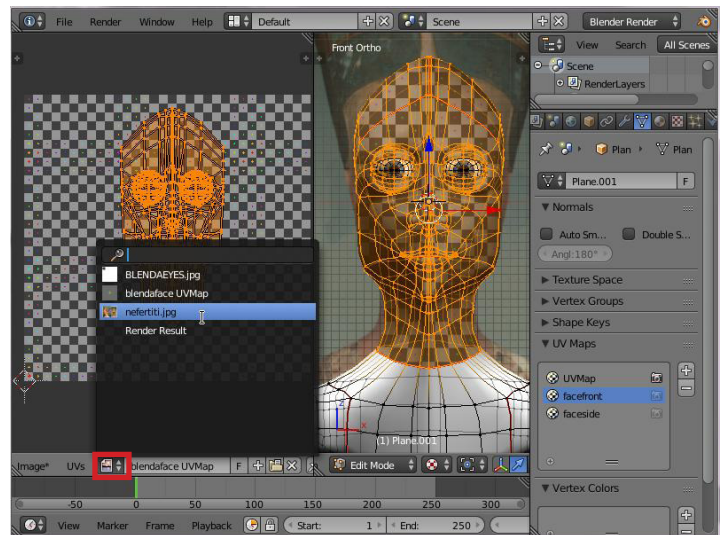
Under the Data tab you need to create new UV maps. Click the plus button twice.



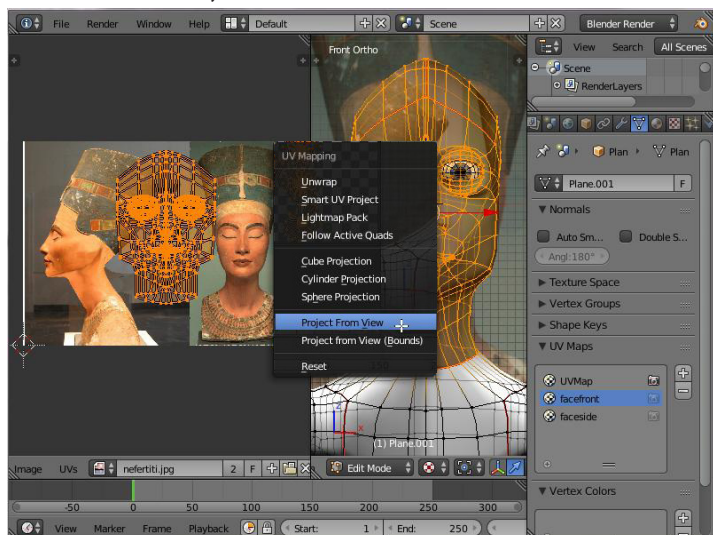
And name them facefront and faceside.



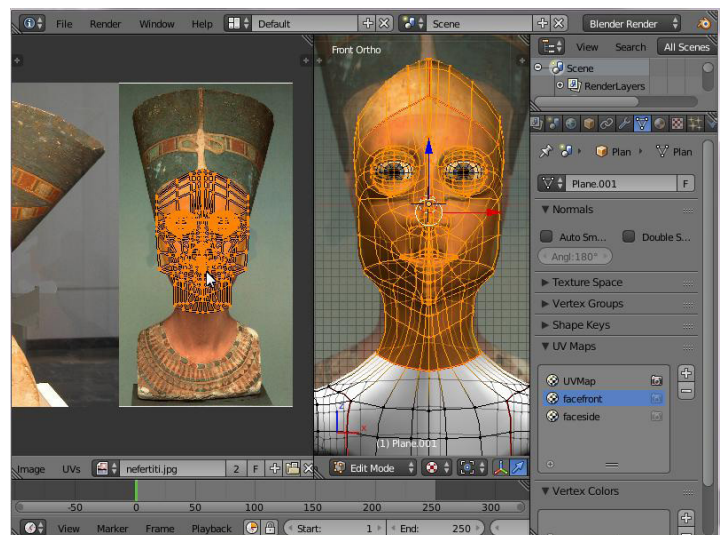
1 - to go to Front View and 5 - to choose Ortho and choose face-front under UV Maps, and then
U - and choose Project From View



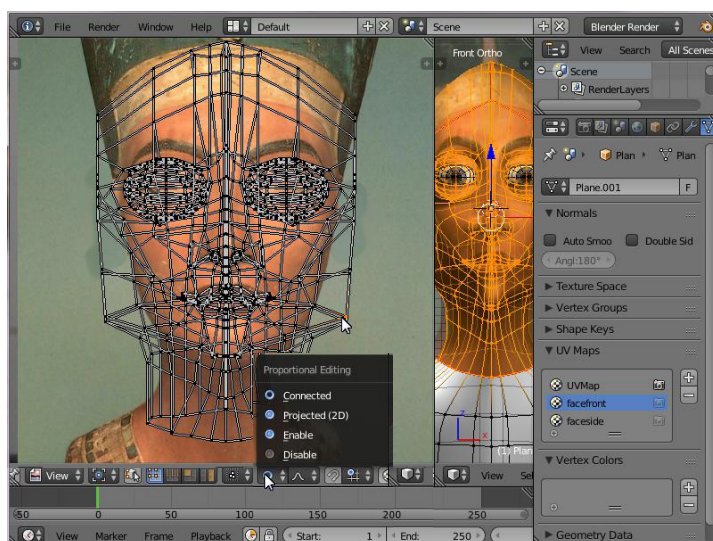
Choose the picture you used to create the head mesh - in this case nefertiti.jpg



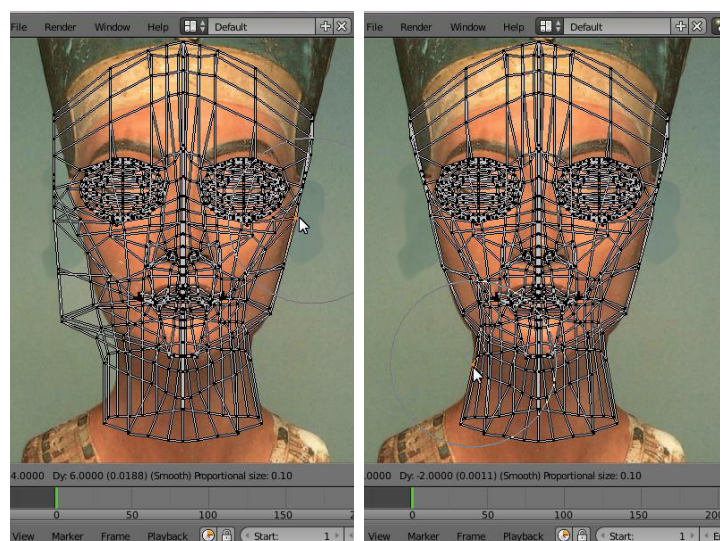
Projections can change when you open an image so you have to do
once more in the 3D view - U - Project from View



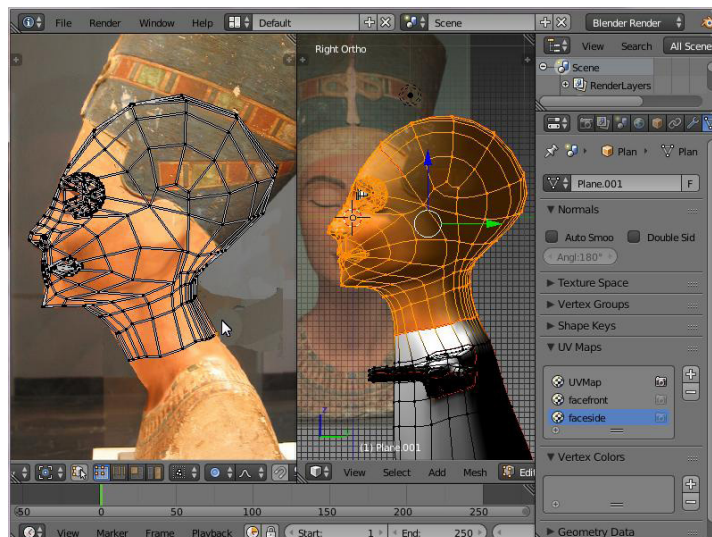
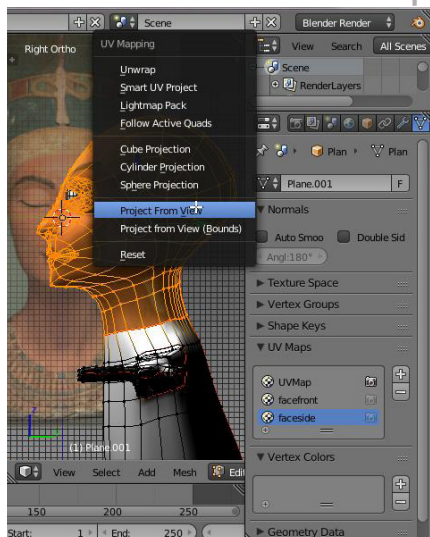
In the UV window - G - to move the projection over the photo
and then perhaps - S - to scale it.



A - to deselect all. Select one or more vertices and move in right
place. You can use Connected to get a circle that influences verti-
ces around the selected ones. Scroll the mouse wheel to decide the
size of the circle.

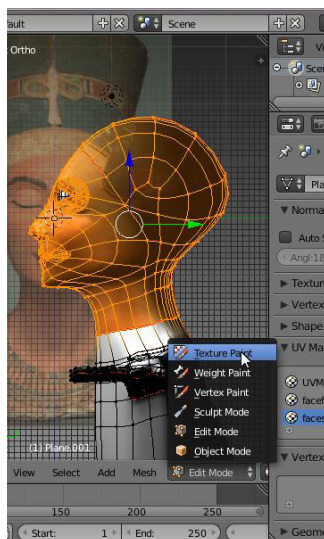


Continue to move vertices so they will follow the heads contours.

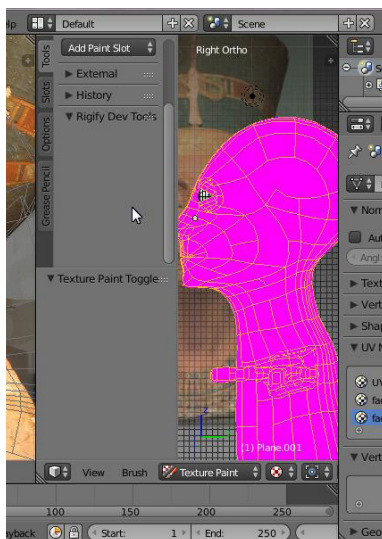


3 - to go to Right View and choose face-side under UV maps and then U - and

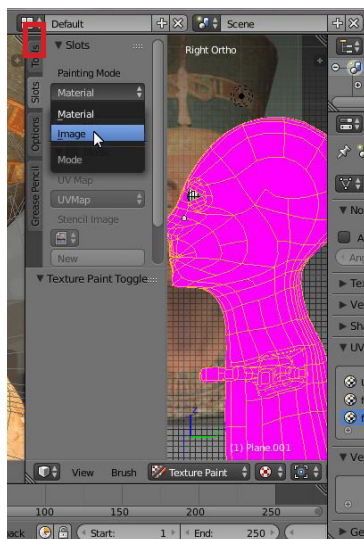
The projection will show up in the UV window. And you have to use the earlier procedure once more - drag the projection in place - now to cover the face profile - scale it and move vertices so they follow the heads contours.



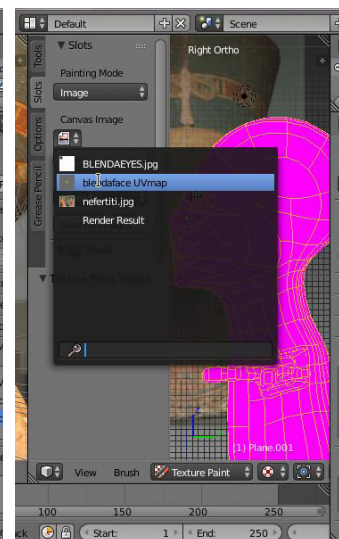
Choose Texture Paint



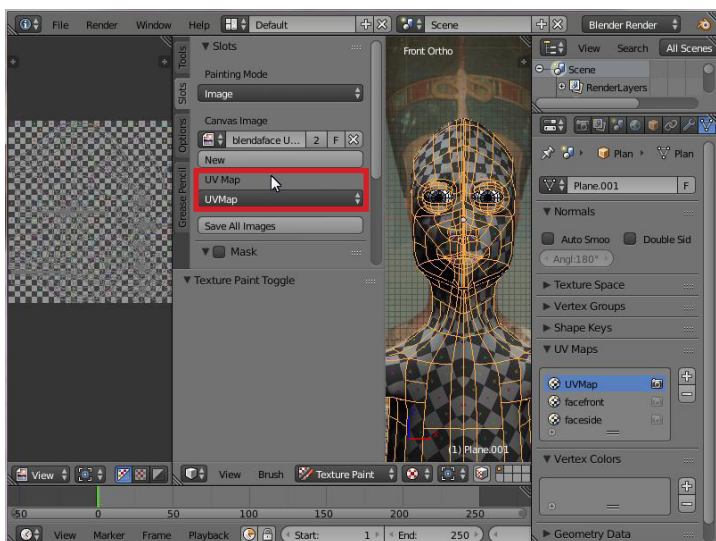
T - for the Tools menu



Go to the tab Slots and choose Image



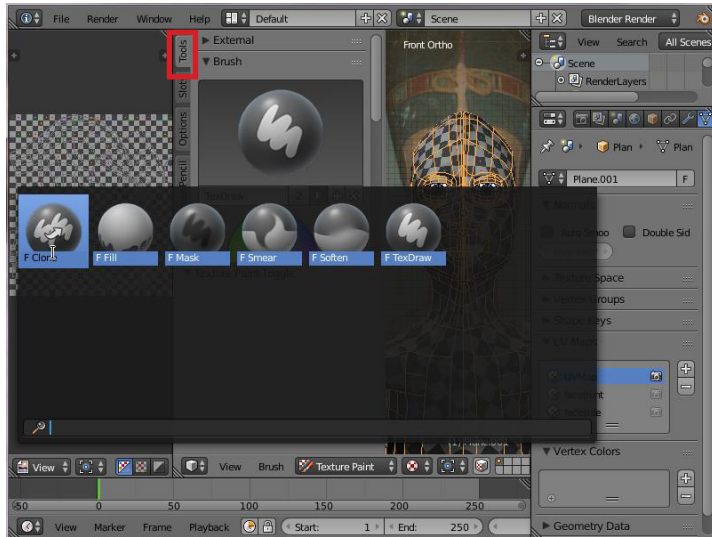
and choose Painting Mode:
Image
Canvas Image:
blendaface UVmap



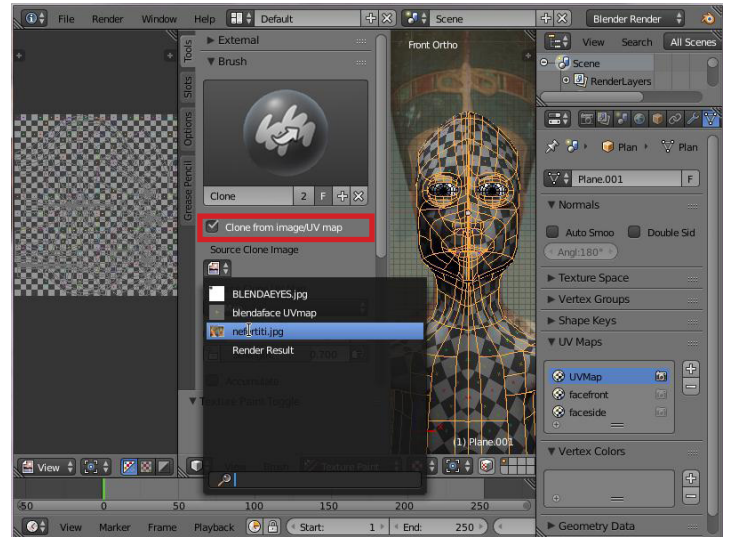
Choose UV Map:

UVmap

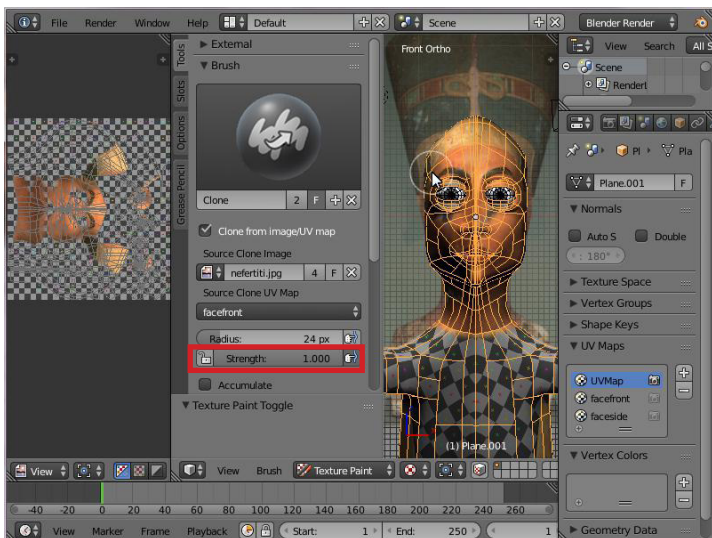
You will get the blendaface UV map in the UV window and then 1 - in the 3D view to go to the Front view.



Go to the tab Tools and choose Clone.

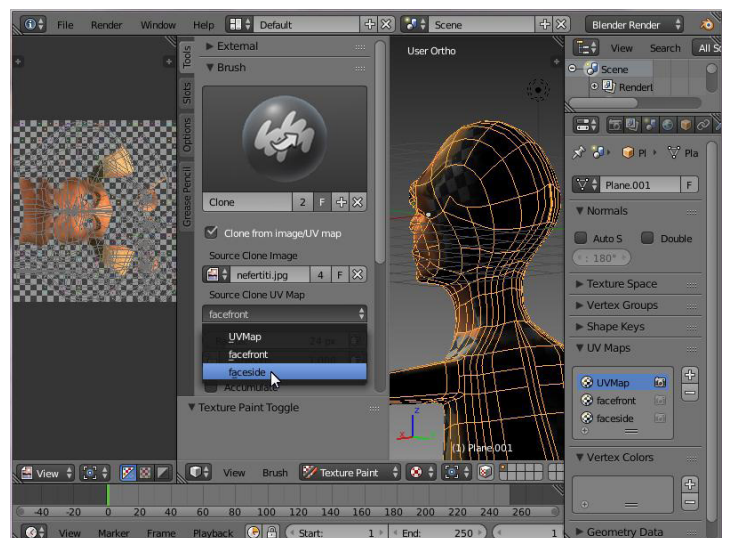


Tick Clone from Image/UV map and choose the image of the head - in this case nefertiti.jpg

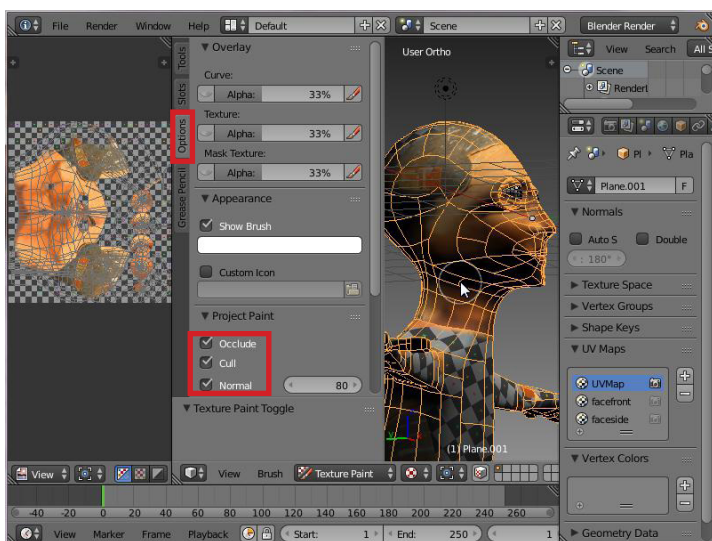


The Clone brush strength: 1.000

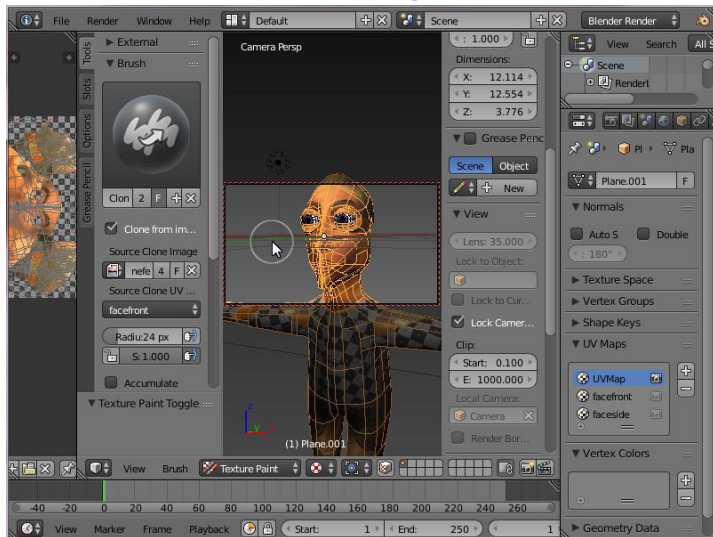
The brush size under Radius. Now it just to start to paint.



You can also choose faceside to paint the side of the head with nefertitis profile.

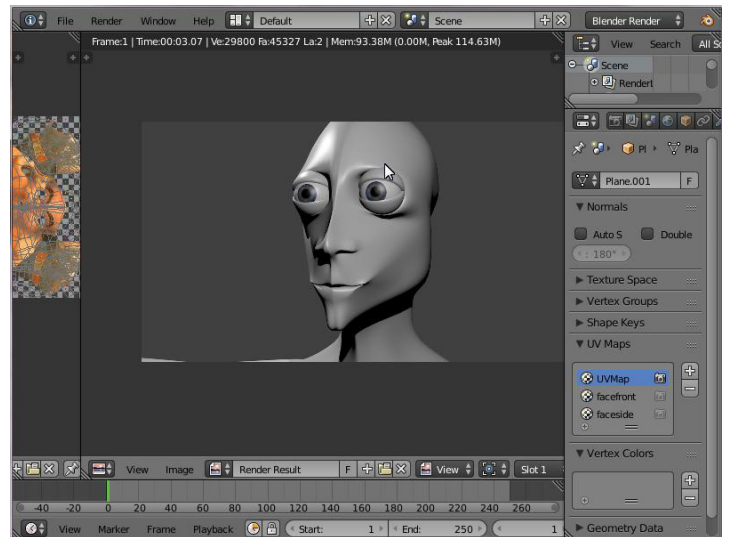


You can go to the tab Options and deselect Occlude, Cull and Normal. And you can paint on both side of the head.



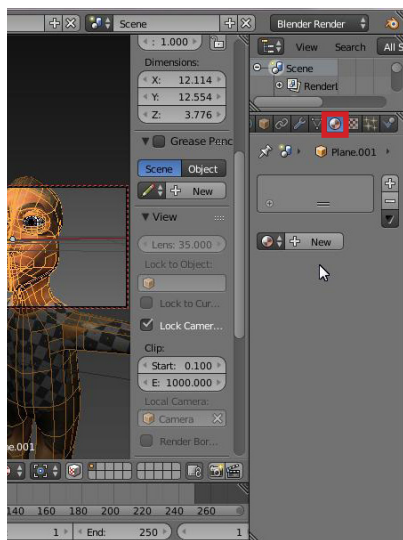
0 - for the Camera view

N - for the Properties menu and tick Lock Camera to View and you can zoom, rotate and pan the scene to get a good view of the head.

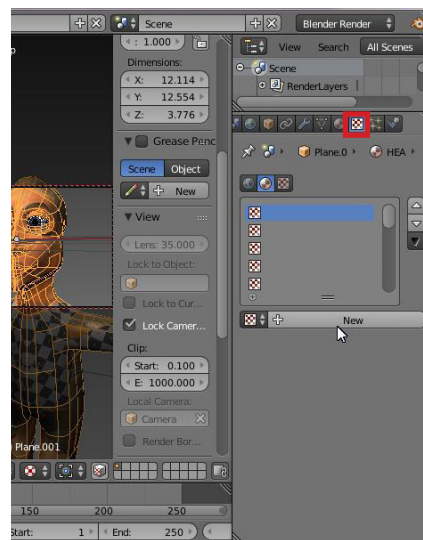
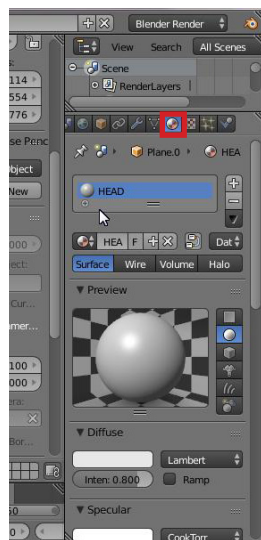


F12 to render - the head will turn up in grey shades

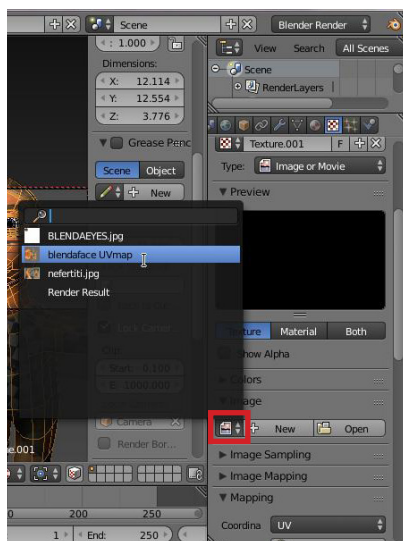
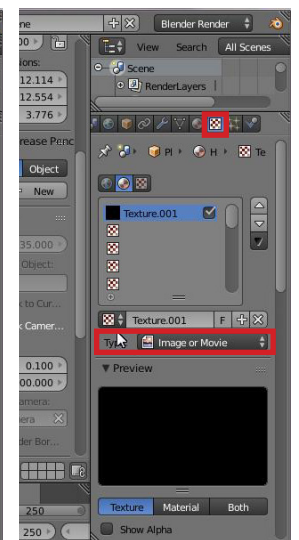
ESC - to go back to the 3D view



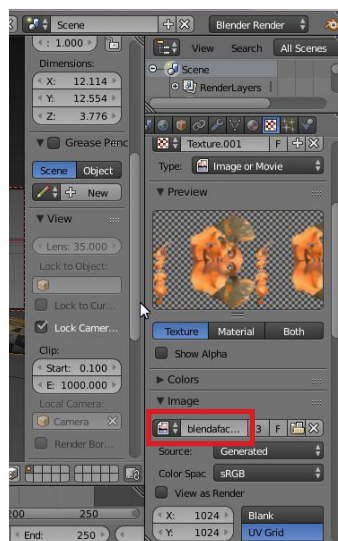
Go to the tab Material. And click New to get a new material.
You can name the material to e.g. HEAD



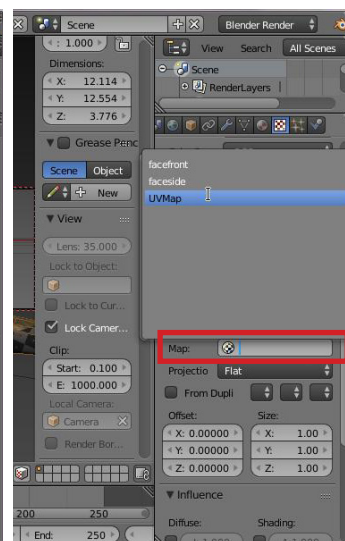
Go to the tab Texture. Choose Image or Movie



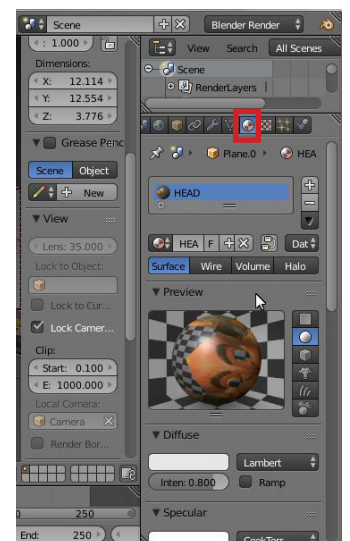
Choose blendface UVmap



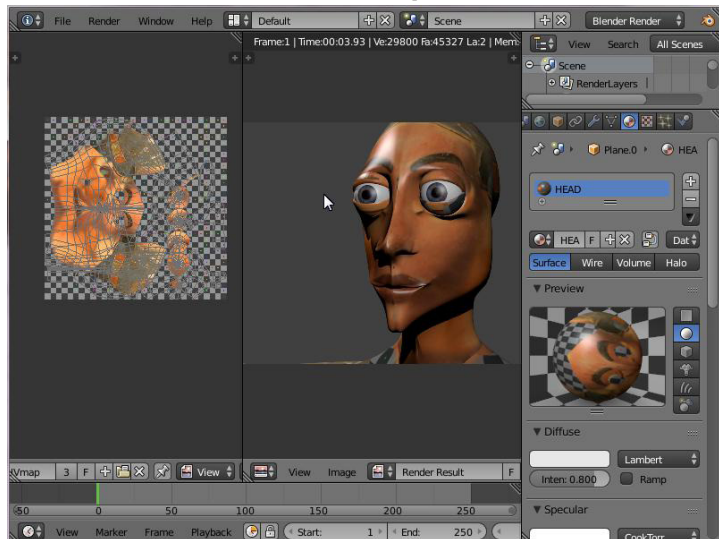
And the blendface UVmap will show up



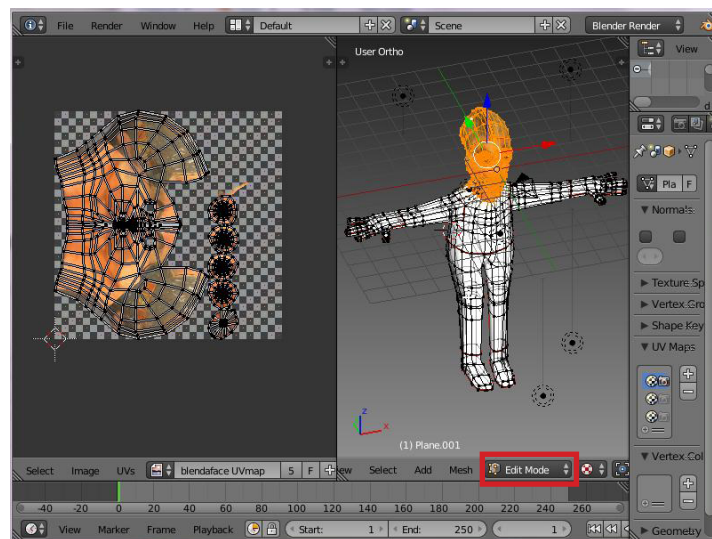
Under Map:
choose UVMap



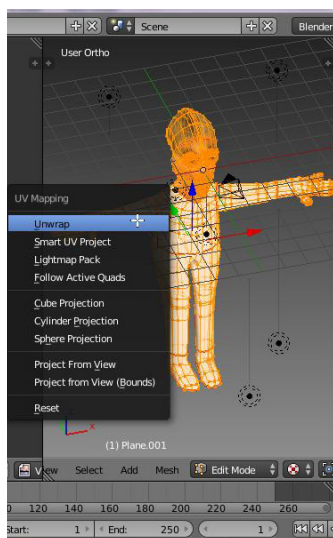
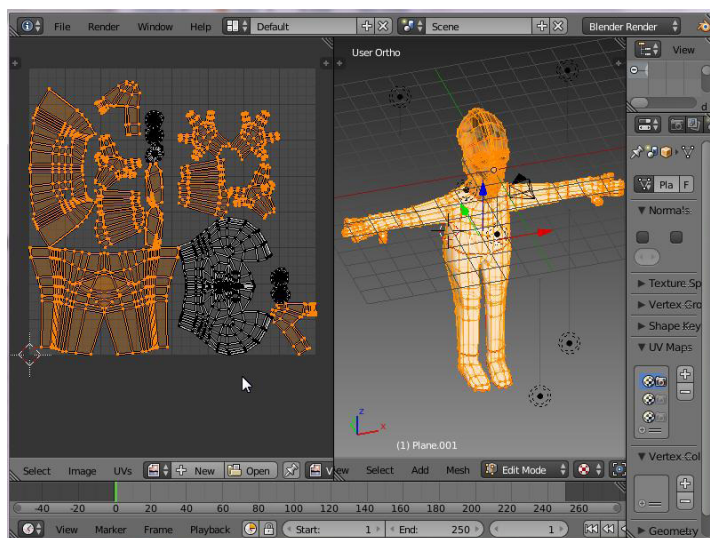
Under Material
you can now find the texture



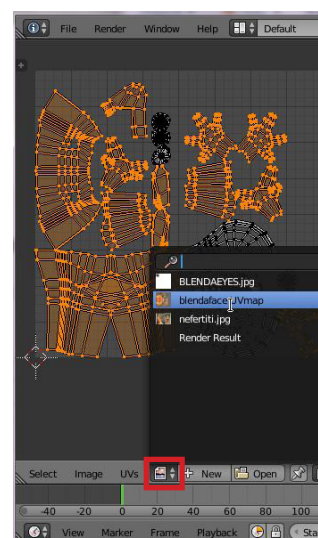
F12 - to render and you can see the head now with material



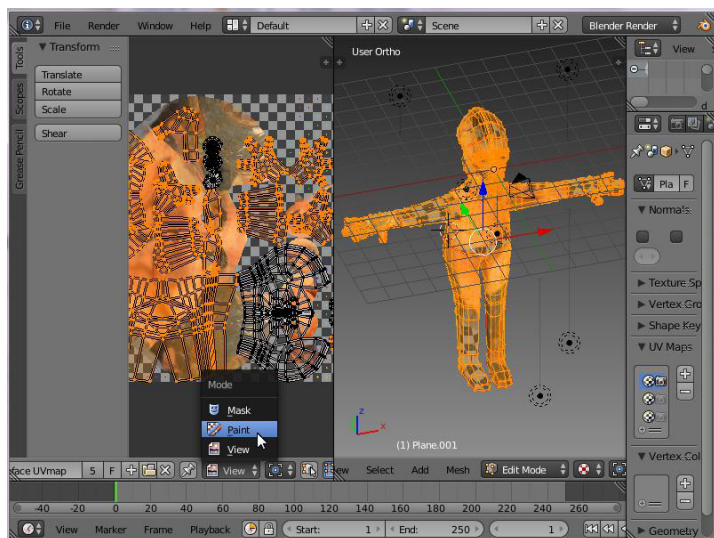
To continue - to cloth the body - go to Edit Mode

A - to select all of the body
U - and then Unwrap

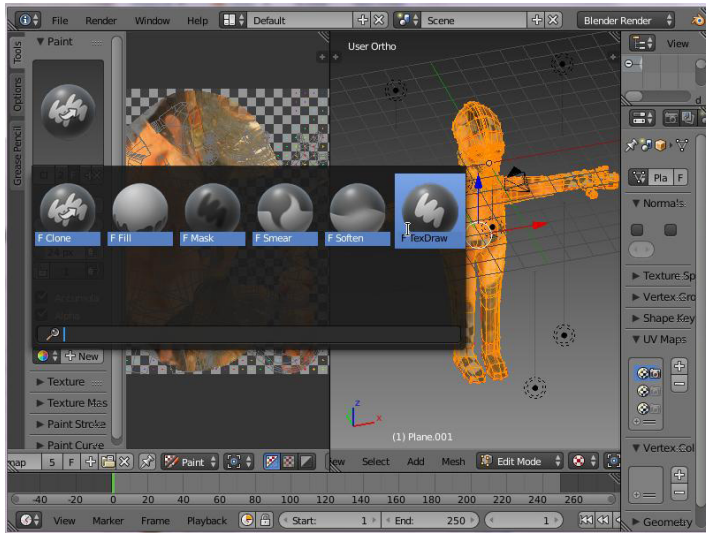
And the result a lot of "islands" created from the seams on the body.



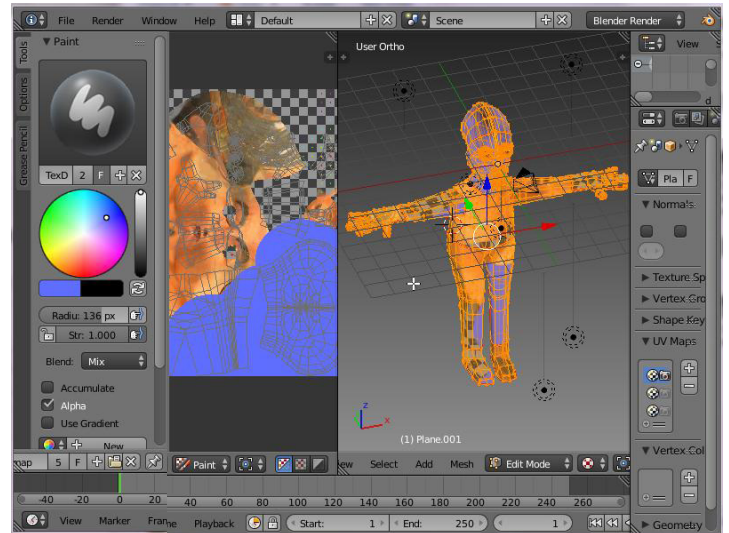
Choose blendface UVmap

blendface UVmap doesn't fit the body's "islands".
You can choose Paint instead of View in the UV window.

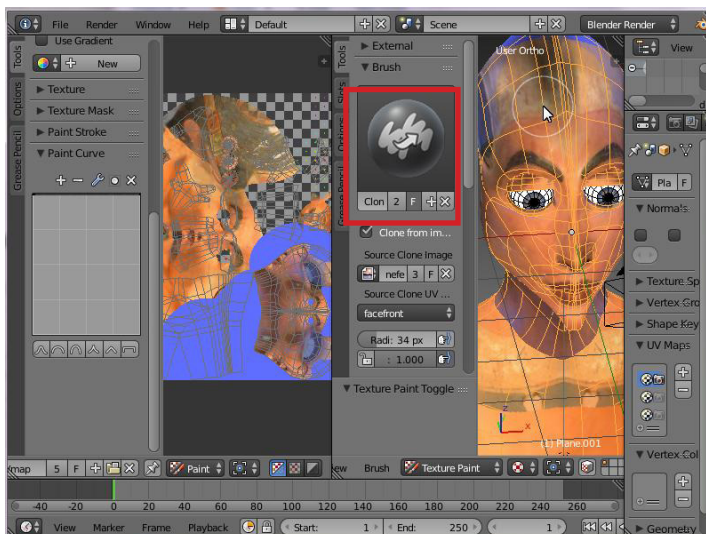
Blender 4 texture p. 10 clone the face and color the body



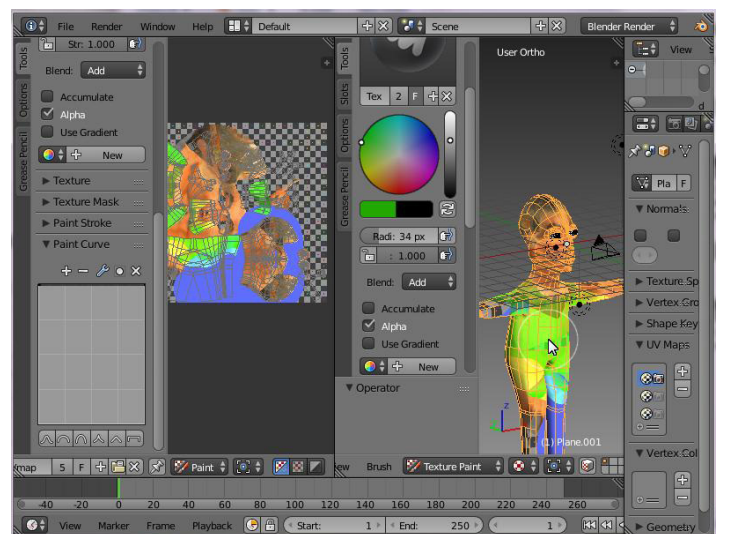
You can choose the brush TexDraw and paint on the UV image.



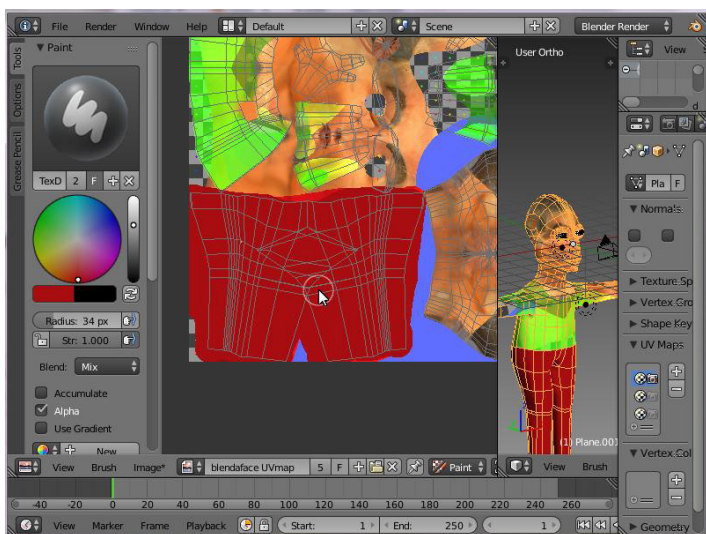
And you can choose color and paint on the image and the color will show up on the characters body in the 3D view.



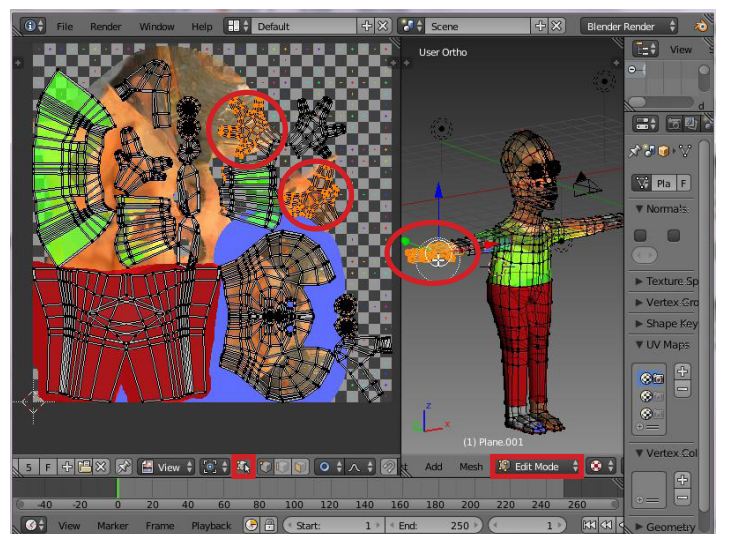
You can choose the Clone brush and paint on the 3D characters face and the face will show up in the UV image.



You can also paint with the brush TexDraw in the 3D window and the colors will show up in the UV image.



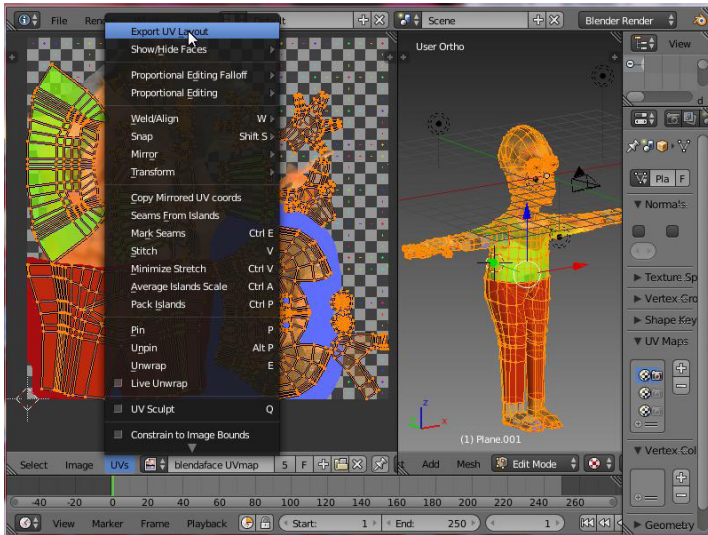
In the UV you can look out for the island that is the pants and paint them e.g. red and the paints will be colored red in the 3D window.



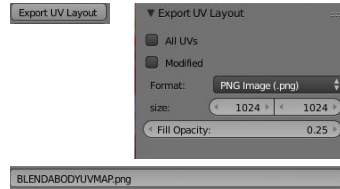
You can go to Edit Mode in the 3D window. And under the UV window select the button Keep UV and edit mode mesh selection in sync and then in the 3D select vertices and they will show up in the UV window and you can figure out e.g. there the hand is situated in the UV window.

You can also select vertices in the UV window and they will show up in the 3D window.

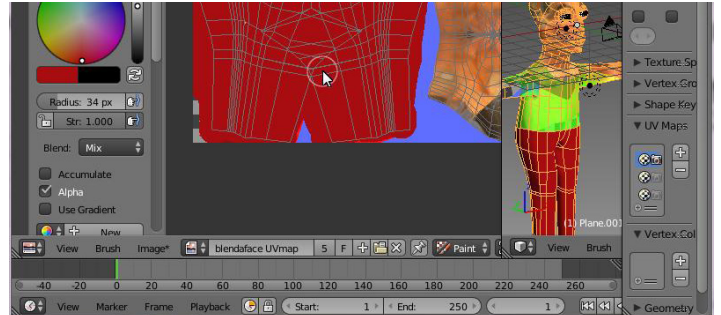
Blenda 4 texture p. 11 fix it in an image editor program



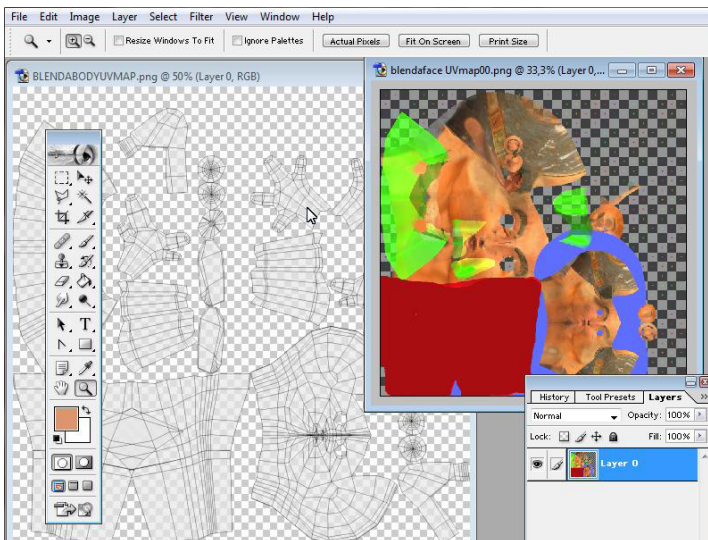
A - to select everything in the UV window
then UVs > Export UV Layout



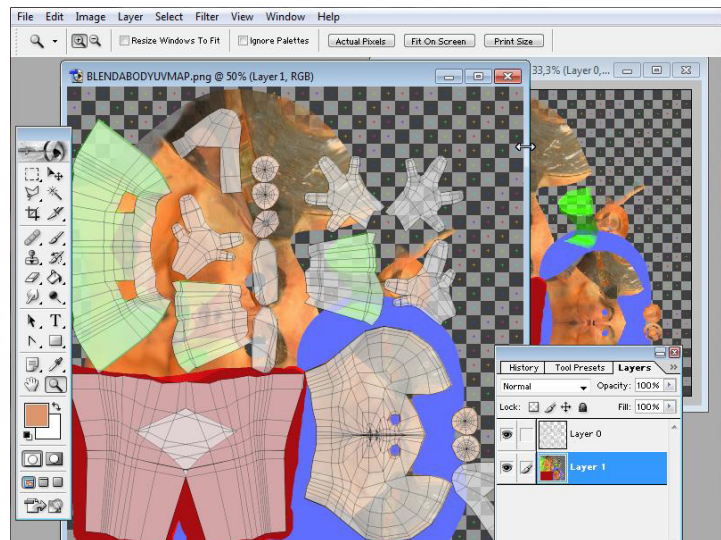
Save the UVLayout as a
.PNG-file with some name e.g.
BLENDABODYUVMAP.png



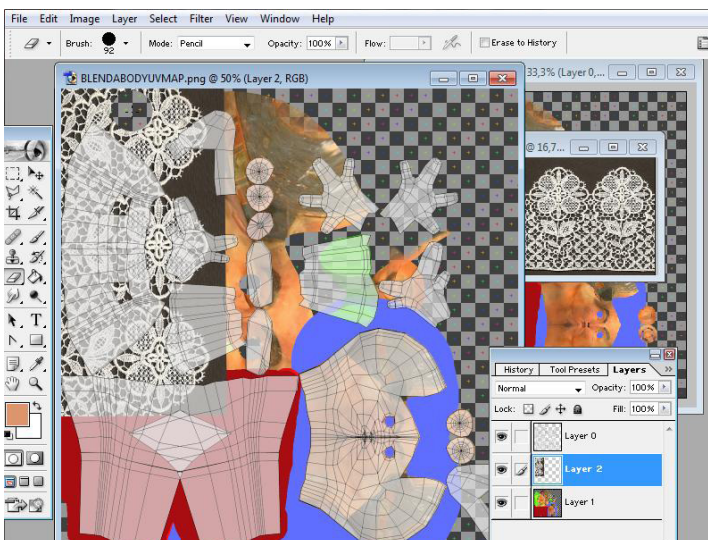
You also have to save the UV-image named
blendaface UVmap. You can save it as a .PNG or a .JPEG file



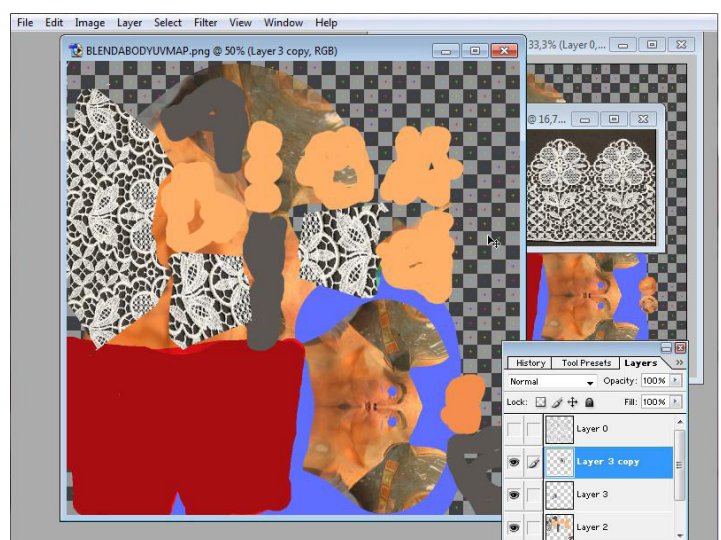
Open both the images in some image editing program like GIMP
or Photoshop.



You can then copy the UV-image and paste on a layer under the
UVLayout image and now you know there to paint e.g. the hands
upper and under sides.

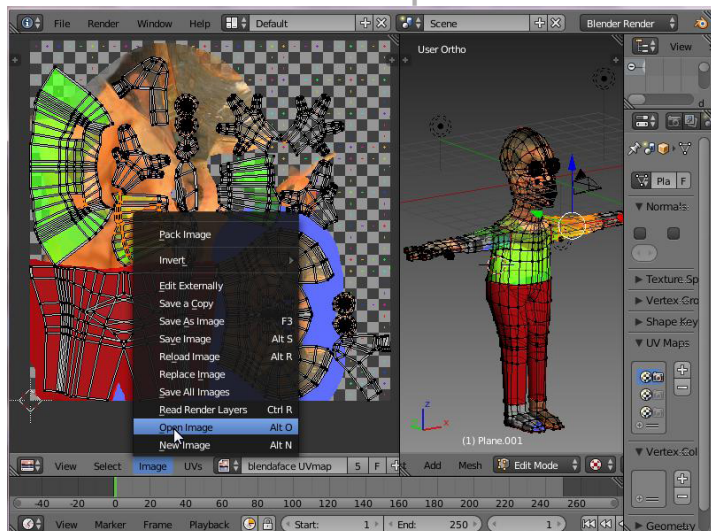


You can also search for an image of some type of cloth or lace and
then paste it into the image and get e.g. a nice shirt.

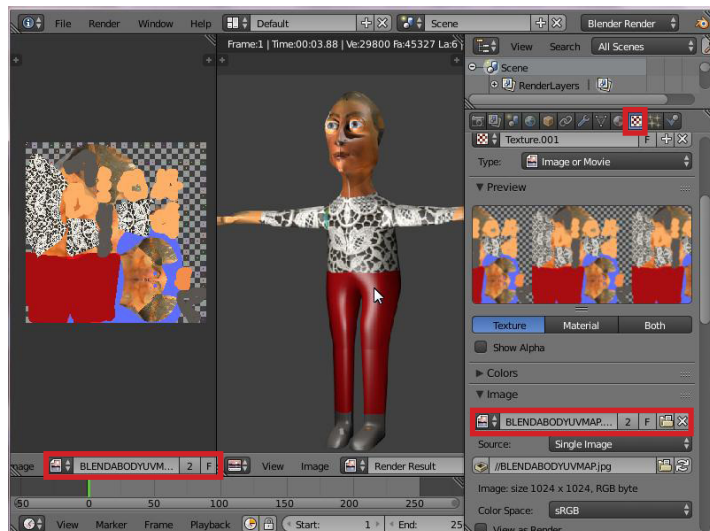


After having paste some pictures to the islands and painted them
you have to turn off the UVLayout layer and then export all the
other layers as e.g. an .JPG-image.

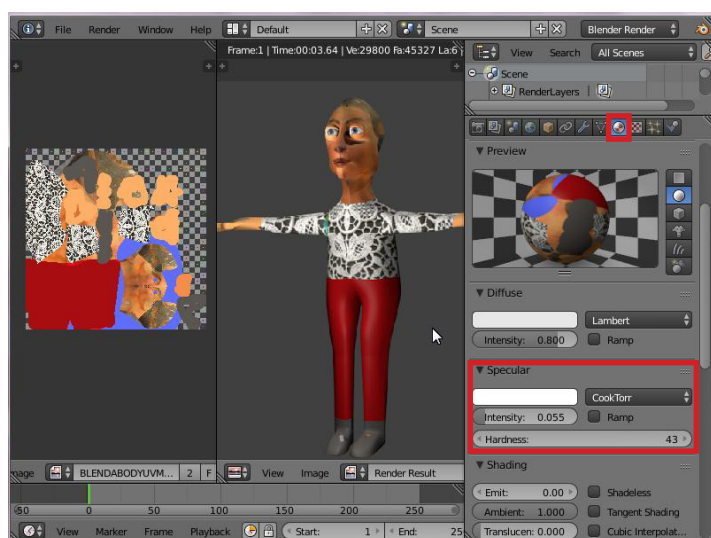
Blender 4 texture p. 12 render to see the resultat



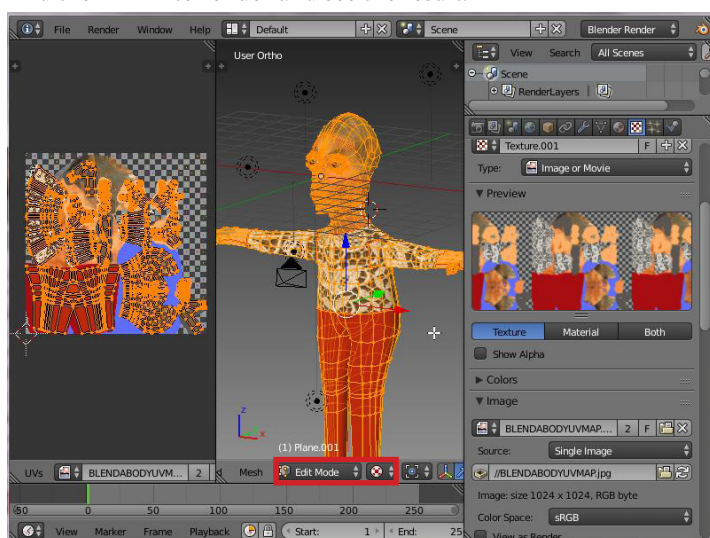
You can open the exported image in the UV window.



And you can open it under the Texture tab.
And then F12 - to render and see the result.



To get rid of the high-lights in the material you can go to the material tab and under Specularity choose Intensity and Hardness.



If you go to the 3D window and in Edit Mode chooses with A - the whole body you can see the UV image show up in the 3D window.